

# Group Programs

## Spring 2016



The  
**Outdoor Campus**

# NOTES

# Registration Information

Groups can schedule their own naturalist-led program by choosing from the programs in this brochure and calling 605-362-2777 for open dates and staff availability. Please be sure to read the below information regarding group requirements!

**Group Size:** Minimum group size is 10; maximum group size is 20.

**Other Programs:** Groups of 9 or smaller should register for programs found in our community programs brochure.

**Cost:** All youth programs are free! Thank a hunter or angler for supporting our education efforts!

**How Many Programs?** Groups may schedule only one program per season to insure equal program availability to all groups.

**Confirmation Letter:** After scheduling, we will send the group leader a confirmation letter with instructions and a waiver if the program requires it. Please be sure to read this information thoroughly!

**Chaperones:** We require at least one adult chaperone for each youth group, and one licensed adult for each youth angler age 5 and under.

**Special Needs:** Please inform us of any special needs, mobility concerns or health problems (including allergies) when scheduling.



# Group Programs

## South Dakota Animals

What animals live in South Dakota? We will discover what animals call this state home.



## Hop, Slither, Crawl: Animal Movements

Hop like a rabbit, slither like a snake and crawl like an opossum. Learn about animal movements with a game, craft, hike and much more!

## Super Senses

We will learn how animals have developed their super senses in nature through a game, craft and sensory hike. We will compare our senses of hearing, touching, tasting, seeing and smelling to our furry and feathered friends.



## Animal Talk

Discover the amazing world of animal languages! Learn why owls hoot, coyotes howl and frogs croak.

## Beaver Fever

Meet South Dakota's master dam builder! Discover the beaver's special adaptations and skills through the use of skins, skulls and fun activities.



## Food Chains

What's on the dinner plate of critters that live in South Dakota? Learn about food chains and food webs through hands-on activities and games.





## **Living on the Edge: Endangered Species**

Learn about what it means for animals to be endangered, threatened, rare or extinct. We'll play games, do a craft and find out what you can do to help the population of our critters.

## **Animal Adaptations**

Claws, teeth, spots and stripes: all things animals depend on for survival. Learn about these and many more animal adaptations through a game, craft, hike and more!



## **Wet and Wild**



Learn the importance of wetlands to wildlife and humans. We will stomp through the water, slash through the trees and get down and dirty with some of South Dakota's itty bitty wildlife. Be prepared to get wet and dirty, this is going to be a filthy good time!

## **Habitat 101**

Learn what animals need to have for a home. Food, water, shelter and space are the main components for any animal's habitat. We will be hiking and exploring looking for animal habitats.

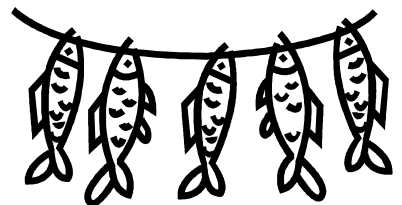


## **Hunting Basics**

Pheasant, waterfowl or deer— Learn the basics from start to finish on being safe and successful in the field. We will go over equipment, gaining permission, safety and much more.

## **Fishing Fun!**

Kids get a fun introduction to fishing and safety. This program has games, basic fish ID, casting practice and hands-on fishing at the pond.



## **Spring Nature Hike**

Our naturalists and trained volunteers will lead your group on an age-appropriate tour of the wildlife and plants along our trails. Stumble across frogs, beavers, ducks or toads. Who knows what you'll see on the trail!





## Paddling

Learn the basics of paddling in canoes and kayaks. Course includes basic safety, paddling strokes and hands-on practice at our pond. Wear shoes and clothes that can get wet!

## Fly Fishing Basics

Get a hands-on introduction to fly fishing equipment, knots and casting. Learn how to develop your casting technique and try it on our pond.

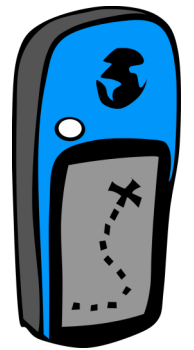


## Orienteering

Orienteering is a fun activity for all ages. Younger participants can hone map reading skills on the beginning map courses. Older participants can learn how to use the map and compass together to navigate in the backcountry, hunting, in orienteering meets or in adventure races.

## GPS and Geocaching

Learn the basics of Global Positioning Systems and how to use them while in the outdoors or out hunting or fishing. Get outdoors and use a GPS receiver to navigate several GPS courses.



## Introduction to Archery

Experience archery at The Outdoor Campus! We will learn about safety, archery equipment and how to hunt ethically while using archery equipment. We will test your skills with 3D targets on our range.

## BB Gun Basics

Join us on The Outdoor Campus BB gun range as we learn basic safety, shooting positions and techniques used while shooting and hunting. Improve your accuracy with every shot and take home a target riddled with holes.



## Outdoor Cooking

Learn a variety of outdoor cooking techniques and fire safety while creating The Outdoor Campus' favorite outdoor cooking recipes.

# Other Options at The Outdoor Campus

## Special Requests

If your group has a special program request, contact Derek Klawitter. He will accommodate to your needs for programs on an outdoor related topic. You can contact Derek at this email address:  
[Derek.Klawitter@state.sd.us](mailto:Derek.Klawitter@state.sd.us)

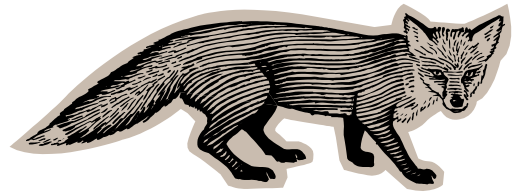


## Self Tours for Groups or Schools

Groups may visit our museum and grounds on their own. This option is popular with groups who are not able to schedule a program led by our staff.

**The following guidelines will make your trip successful!**

- **You must call and schedule your group in advance!** This prevents conflicts with other groups and programs at The Outdoor Campus.
- Plan 15 to 20 minutes for visits to the museum.
- Groups using the grounds must remain in designated areas and stay on the trails.
- Take time to walk the trails! We have short trails, long trails and trails in between! See all kinds of South Dakota habitats including tall grass prairie, a pond, an oxbow lake, eastern riparian forests and all the wildlife you can find!



# Borrow These Teaching Tools

We have crates of teaching materials you can borrow for up to two weeks by leaving or sending a security deposit of \$75. When the crate is returned and after a satisfactory inventory of its contents, the resource director will destroy or return your check. These are the crates we lend:

- |                          |                       |
|--------------------------|-----------------------|
| Mammal Crate A           | Mammal Crate B        |
| Bat Crate                | Binoculars Crate      |
| Beaver Crate             | Bird Box              |
| *NEW* Camera Crate       | Coyote Crate          |
| Endangered Species Crate | Discovery Bags        |
| Grasslands/Sod Crate     | Land Navigation Crate |
| Prairie Crate            | Tree Trunk Crate      |
| Track Sack               | Wetlands Crate        |

If you would like to see the inventory sheet for any of these crates, contact the TOC secretary, Hilary Fernholz, at [Hilary.Fernholz@state.sd.us](mailto:Hilary.Fernholz@state.sd.us)

## Permanent Orienteering Course

The Outdoor Campus has several introductory and intermediate orienteering courses set up in our park. Your group may borrow orienteering maps and compasses from The Outdoor Campus for use on your own. You may borrow the maps Monday through Friday from 8 a.m. to 5 p.m.; on Saturdays between 10 a.m. and 4 p.m.; and Sundays between 1 p.m. and 4 p.m. If you prefer some instruction beforehand, your group may schedule an orienteering class with one of our naturalists, or you can sign up for one of our community classes. There is no cost. Two courses are ADA. Pre-registration is required for the Permanent Orienteering Course Maps. Call us at 362-2777 to ensure the maps and compasses will be available.



**Flip for Community**



**Flip for Group  
Programs!**